GUMSHOE™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Gumshoe™ Pak. This game requires the Zapper, Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

Ex-FBI Agent turned detective, Mr. Stevenson, receives a ransom note. His only daughter, Jennifer, has been kidnapped. Armed with only a Zapper and a keen eye, you must help him collect the five Black Panther Diamonds, hidden all around the world, to gain the release of Jennifer.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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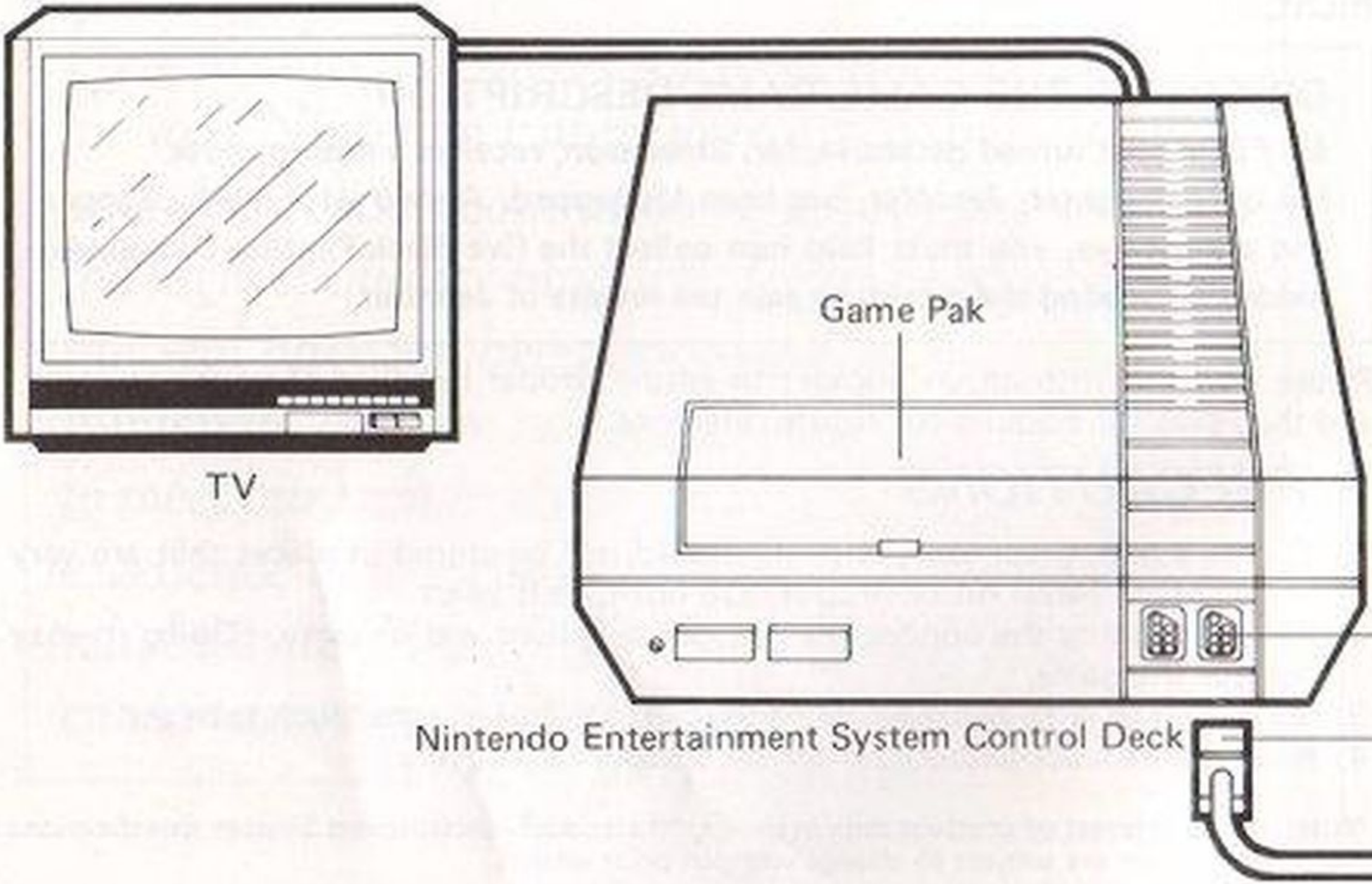
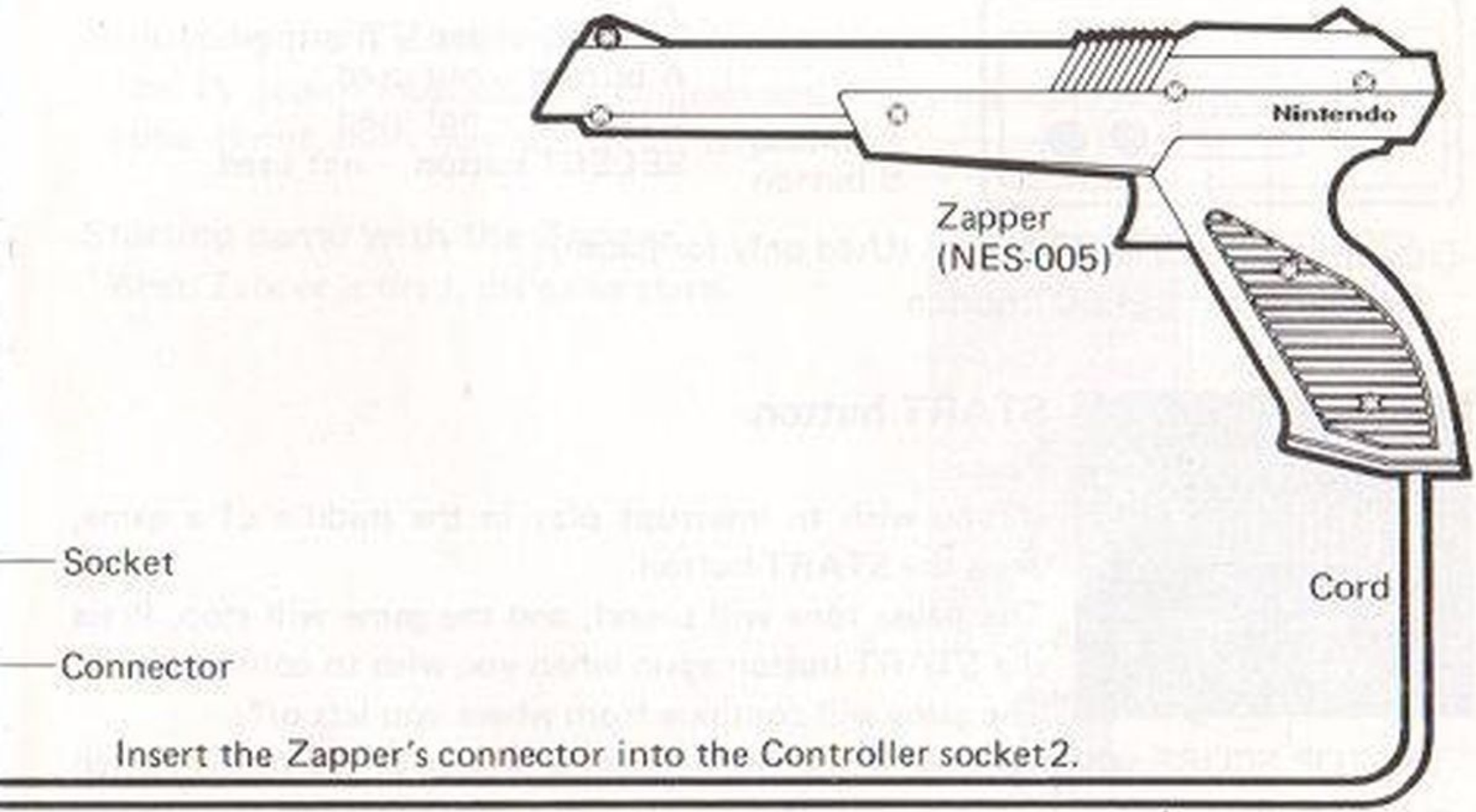
2. CONNECTING THE ZAPPER TO THE NINTENDO

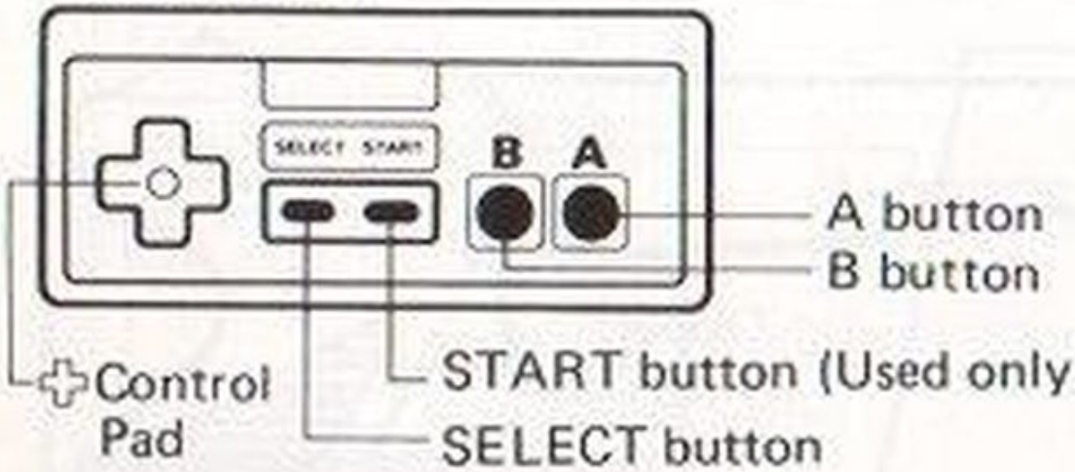


ENTERTAINMENT SYSTEM CONTROL DECK

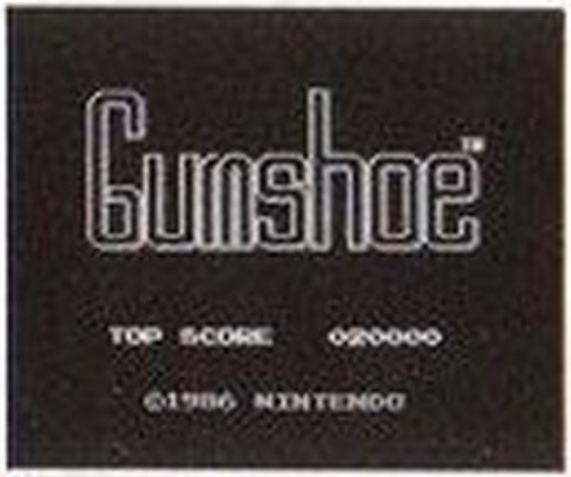


3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Control pad – not used.
A button – not used.
B button – not used.
SELECT button – not used.



START button

Pause:

If you wish to interrupt play in the middle of a game, press the START button.

The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.

*The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER

Target range: approx. 6 feet

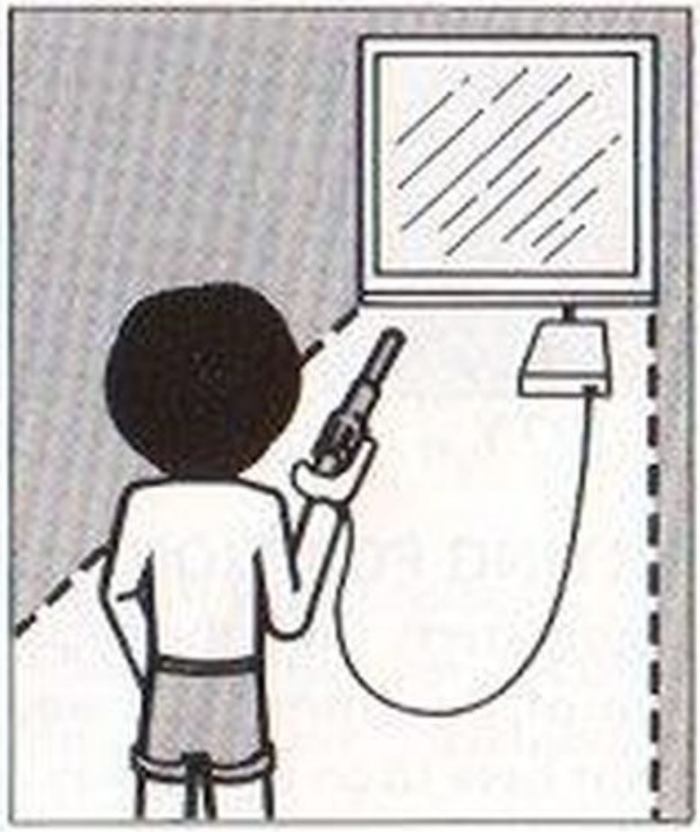
* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Starting game with the Zapper

* When Zapper is fired, the game starts.



5. HOW TO PLAY

This game proceeds to the right with the main character, Mr. Stevenson, automatically running towards the goal within a limited time. The course is divided into phases: City, Sky, Sea, Jungle. Near the end of each phase, there is a diamond that has to be picked up by Mr. Stevenson. While collecting all the diamonds, Mr. Stevenson must face many obstacles. Whether or not he can make it to the hideout to save his only daughter, Jennifer, depends on your sharp wit and lightning reflexes.

CITY

SKY

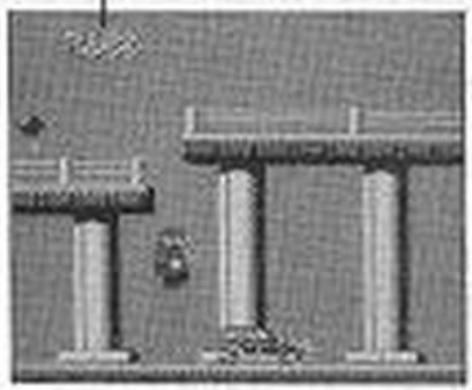
SEA

JUNGLE

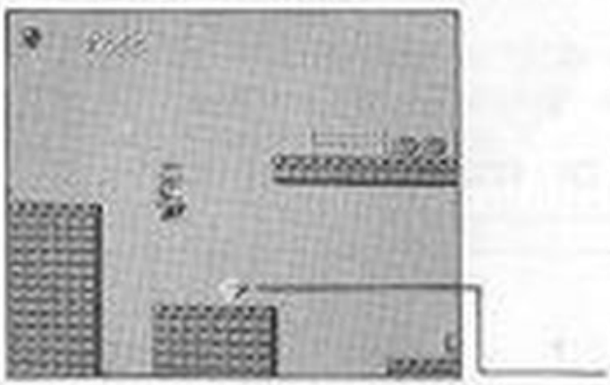
STARTING POSITION AND TIME PROGRESS

The game starts from the beginning of each phase. If Mr. Stevenson is "done in" by one of the enemy half way through a phase while he has extra lives left, he does not have to go all the way back to the beginning.

When the play starts, the clock in the upper left corner of the screen starts the count down. If the clock reaches 0:00, time has run out and you lose 1 life.



DIAMONDS



There is one diamond in each phase except in phase 4 which has 2. Unless all 5 diamonds are picked up, you will not be able to enter King Dom's hide-out and rescue Jennifer.

BASIC OPERATION

Use the Zapper to shoot down all the obstacles that come flying toward Stevenson.

Shoot at Stevenson to make him jump to avoid getting hit by the obstacles.

By making Stevenson pop the balloons, you can increase your number of bullets.

NOTE: When you run out of bullets, you can continue to make Stevenson jump but you will not be able to shoot down the obstacles.

BONUS CHARACTERS

Stevenson can become energized when he catches Bonus Characters which sometimes appear when Lucky Birds are shot down with the Zapper.

MISSES

- When Stevenson runs into an obstacle or obstacles hit or fall on him.
- When Stevenson disappears below the screen by falling into a hole in the ground or falling down in between the buildings.
- When the clock counts down to zero.
- If Stevenson hits an obstacle when energized, it may or may not become a miss.
- The game ends when all Stevensons are lost.

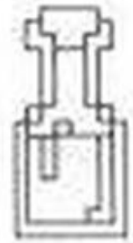
CONTINUE MODE

Fire the Zapper while the "Game Over" screen is displayed to restart the game on the last phase attempted.

Lucky Bird

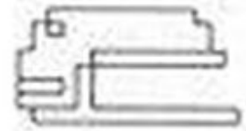
If Stevenson bumps into it, it becomes a miss.
Can be destroyed with one shot, sometimes making a Bonus Character appear.

Power Drink



One of the Bonus Characters that Lucky Bird produces. When Stevenson drinks this, he is energized until he hits an obstacle.

Helmet



One of the Bonus Characters that Lucky Bird produces. When Stevenson wears this, it increases his power of resistance against Falling Rocks and Time Bomb attacks.

Super Shoes

One of the Bonus Characters that Lucky Bird produces. When Stevenson wears these, he cannot be harmed by the skulls.

Roast Chicken

Sometimes this appears when Lucky Bird is shot down. When Stevenson eats this, points are earned. . . . . 200 PTS.

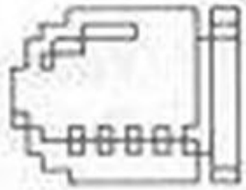
Bottle

Can be destroyed with one shot. . . . . 200 PTS.

Falling Rock

Can be destroyed with one shot. . . . . 200 PTS.

Explosives



When hit with the Zapper, balls of fire scatter and if any of the pieces should hit Stevenson, you lose 1 life.
Can be destroyed with one shot. . . . . 2,000 PTS.

Time Bomb

Can be safely destroyed with one shot, but if it is allowed to explode on its own, dangerous fire balls will scatter. . . . . 500 PTS.

Crow

Can be destroyed with one shot.
When Fluffy Bird and Crow are shot, they become roast chicken. . . . . 200 PTS.

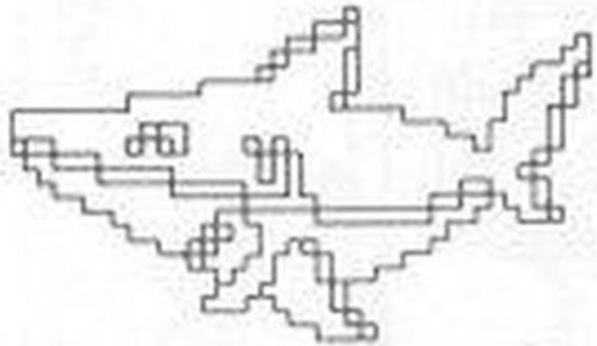
Fluffy Bird

Can be destroyed with one shot. . . . . 200 PTS

Poison Bug

Can be destroyed with one shot. . . . . 200 PTS.

Shark



Can be destroyed with two shots. First shot turns it into bone. . . . . 500 PTS.

Jelly Fish

Can be destroyed with one shot. . . . . 200 PTS.

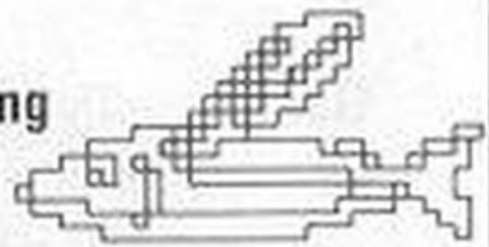
Killer Fish

Can be destroyed with one shot. . . . . 200 PTS.

Sea Urchin

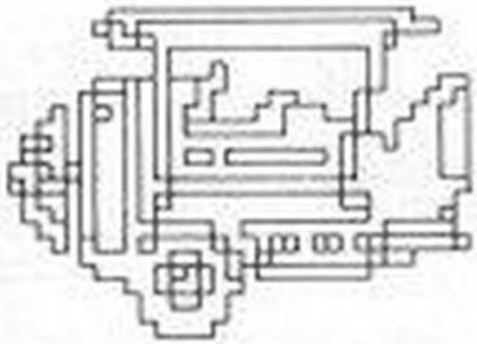
Can be destroyed with one shot but more will come from the same location. . . . . 300 PTS.

Flying Fish



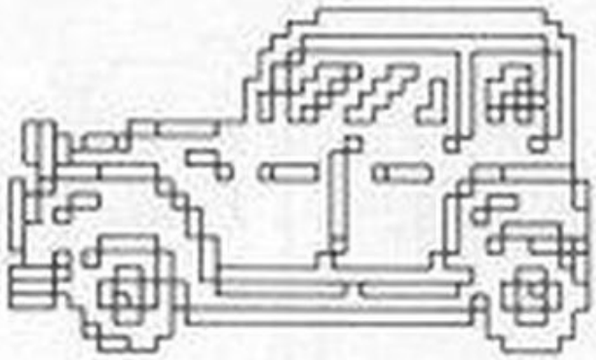
Can be destroyed with one shot. . . . . 300 PTS.

Airplane



Can be destroyed with one shot.
Watch the high speed attack from behind. . .
. . . . . 300 PTS.

Gang Car



Can be destroyed with one shot but be careful. It comes from the back at full speed. Sometimes it even comes down from above. .
. . . . . 300 PTS.

Zulie

This jungle monster has swallowed the last Black Panther Diamond.
Unless Stevenson destroys this monster, he cannot save Jennifer.
Zulie cannot be destroyed with the Zapper.
Zulie blows flames from his mouth. Flames can be extinguished with the Zapper. The only way to destroy Zulie is for Stevenson to repeatedly shoot him in the eyes with his machine gun.

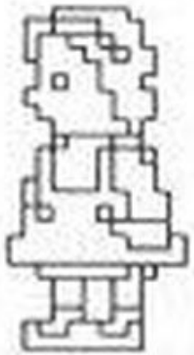
Black Panther

The only hope to save Jennifer is to collect the five huge Black Panther Diamonds and deliver them to King Dom's hide-out.

Balloons

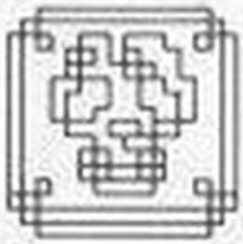
If Stevenson pops them, the player's number of bullet increases.
If all the balloons in one phase are popped, 1 Stevenson is added. . . . . 200 PTS.

Jennifer



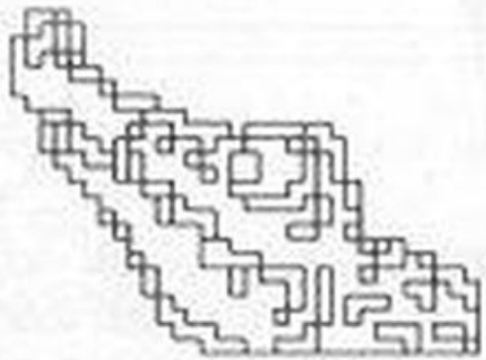
Stevenson's beloved daughter who has been kidnapped by King Dom.

Skull



One of the obstacle in the pathway to KING DOM. If touched, it becomes a miss. Has glowing red face. . . . . 200 PTS.

Alligator

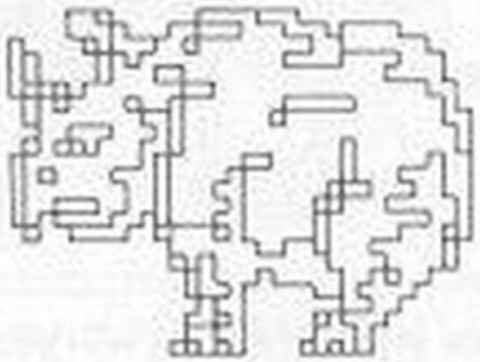


If Stevenson falls into the lake, it will attack him.
With 10 direct hits, it can be destroyed. . . . . 2,000 PTS.

Armadillo

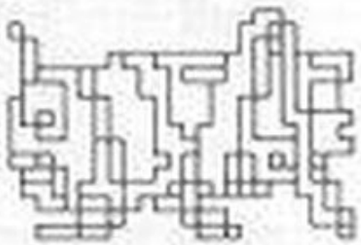
When it is round, the Zapper has no effect. You can destroy it with one shot when it is in a standing position. . . . . 300 PTS.

Rhinoceros



Cannot be destroyed.

Giant Grasshopper



Can be destroyed with one shot. . . 300 PTS.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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